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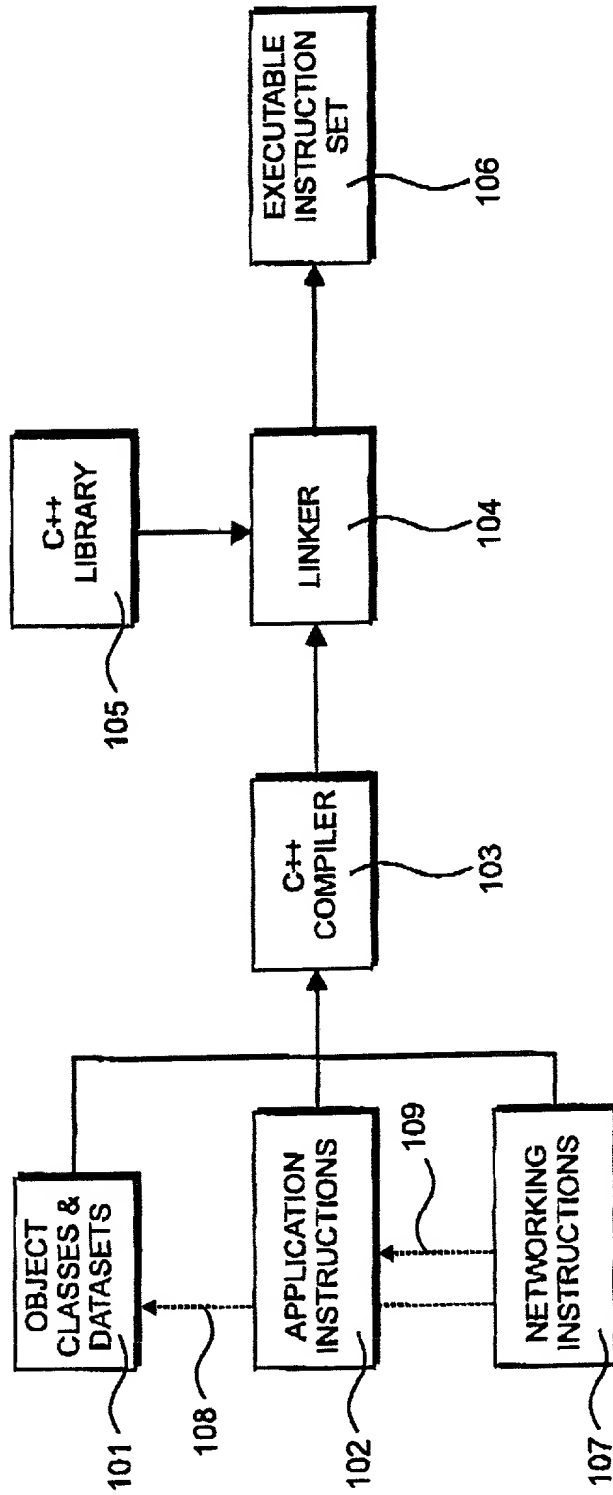


Figure 1 [Prior Art]

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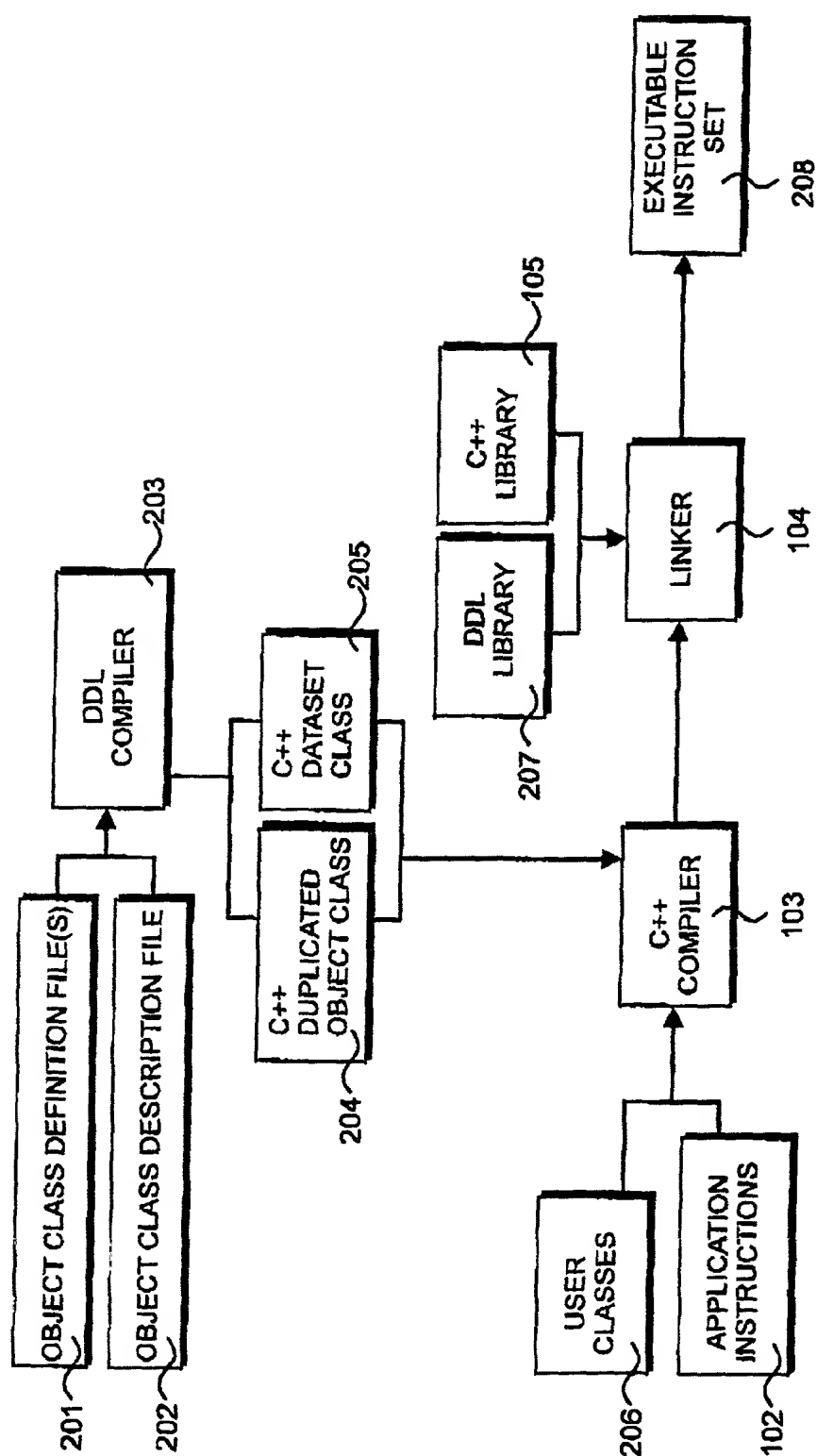


Figure 2 [Invention]

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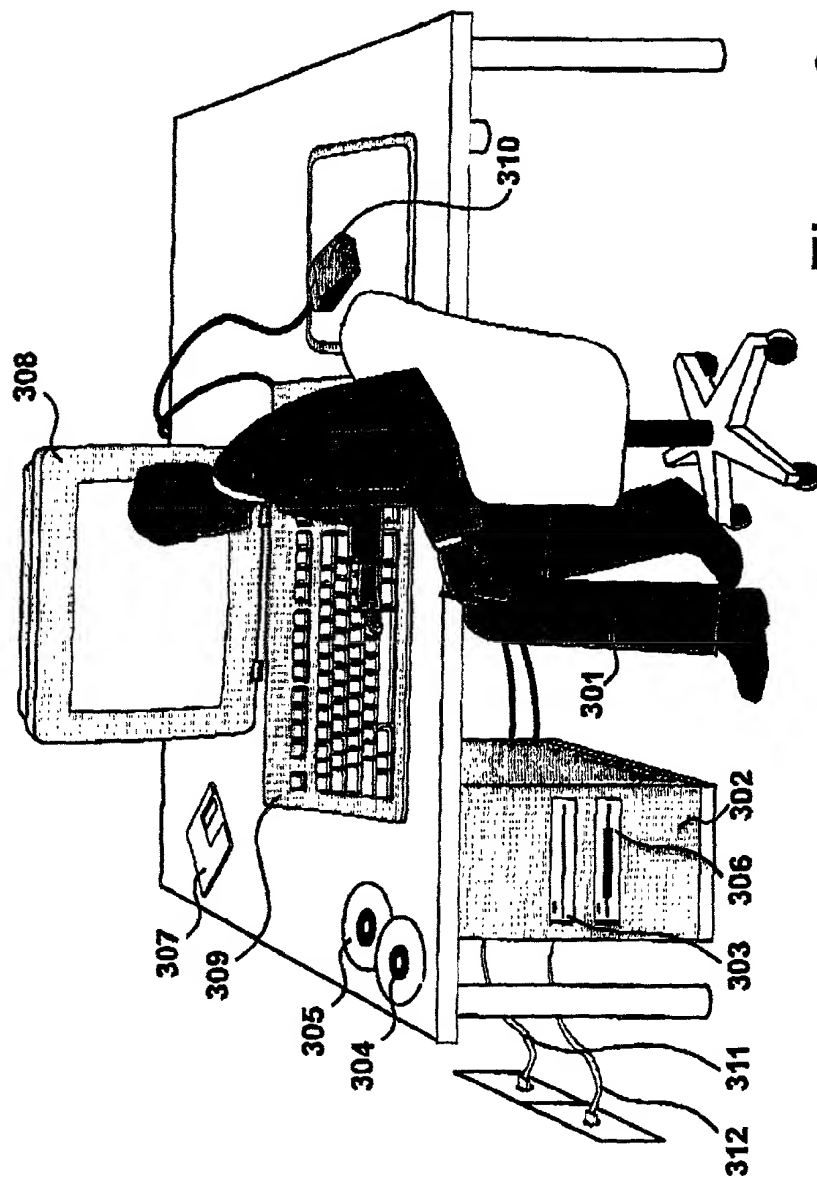


Figure 3

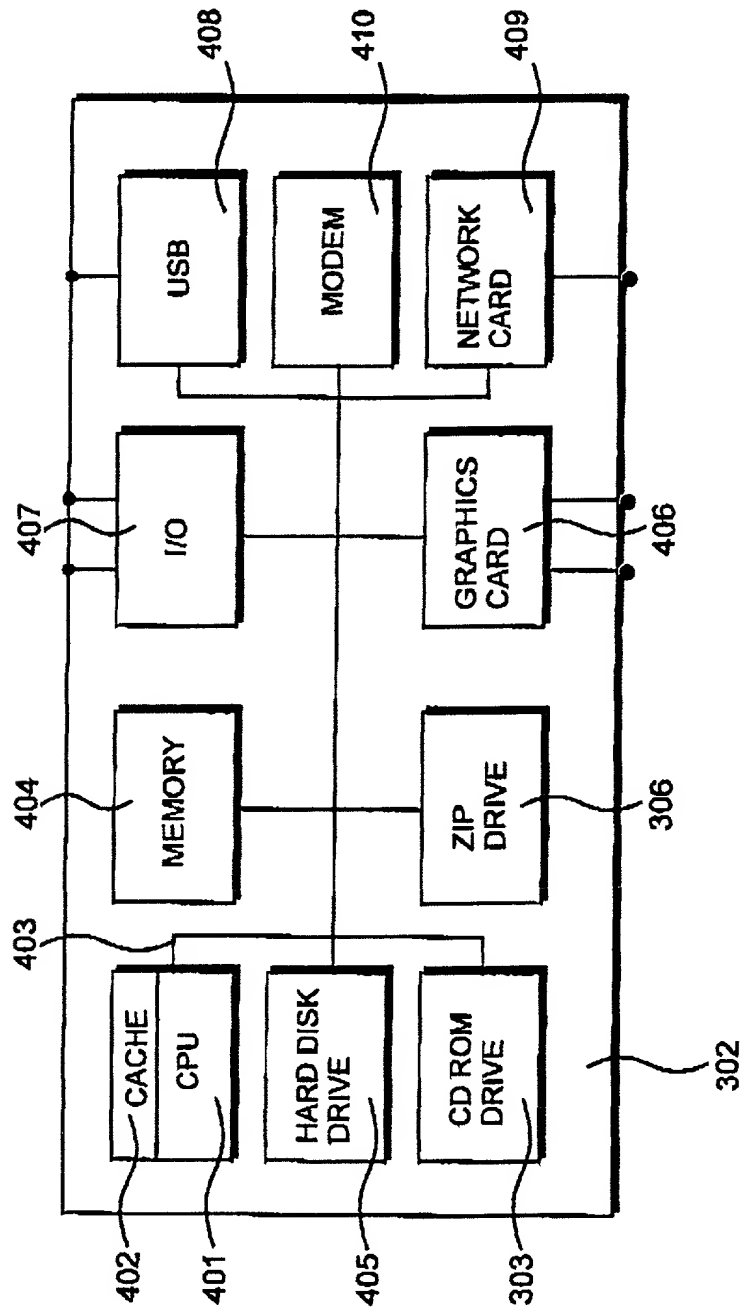
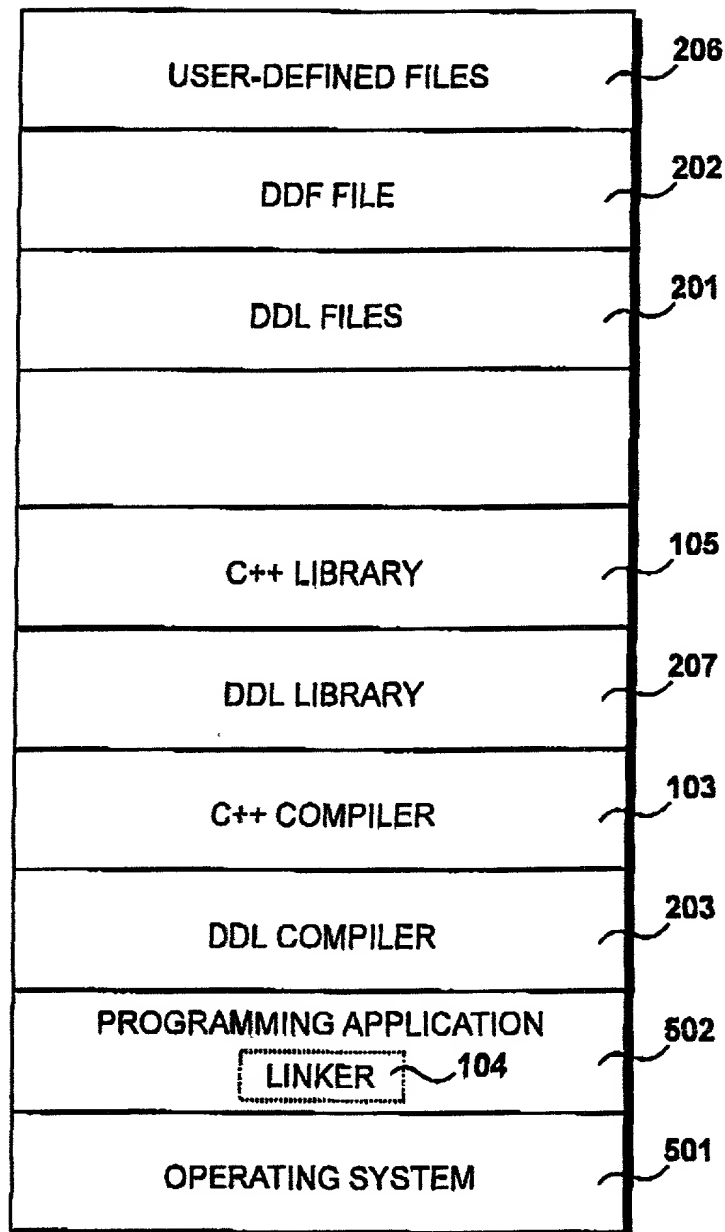


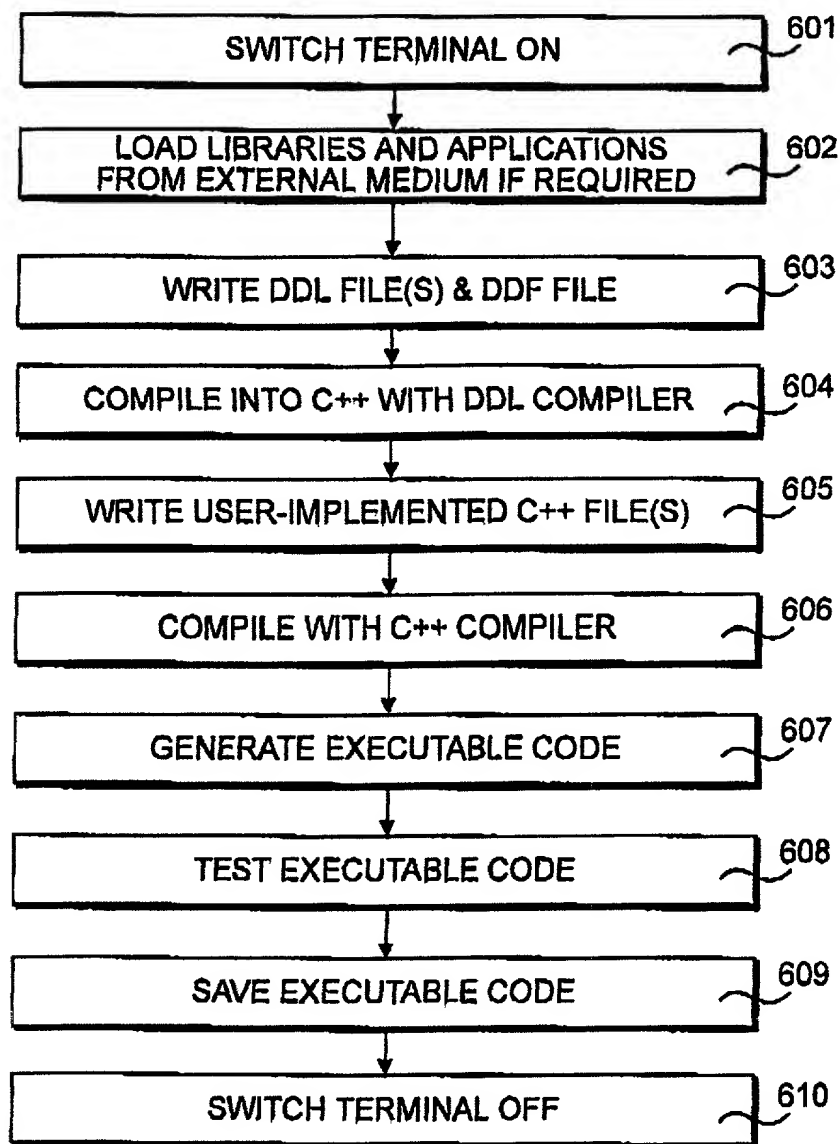
Figure 4

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*Figure 5*

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*Figure 6*

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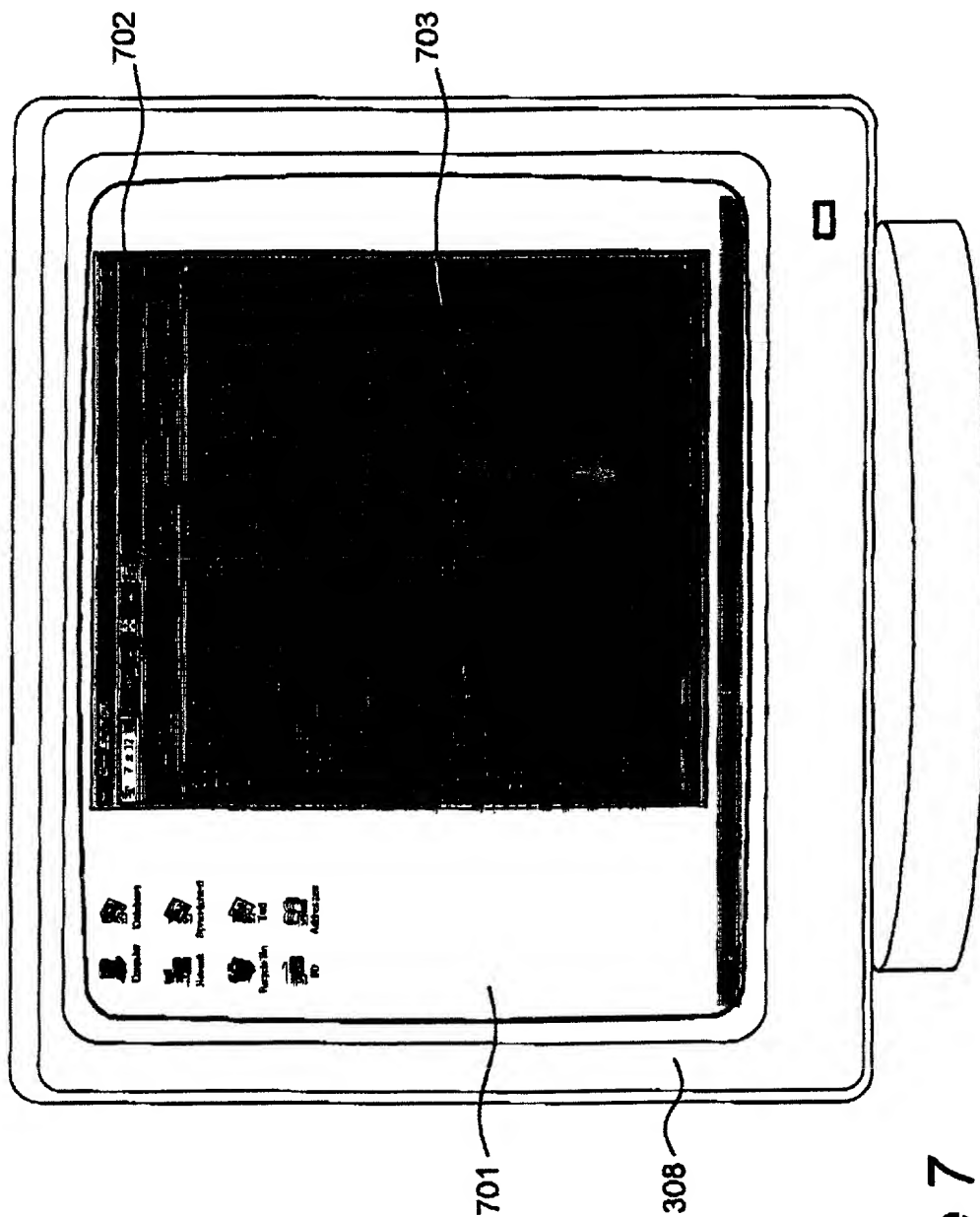
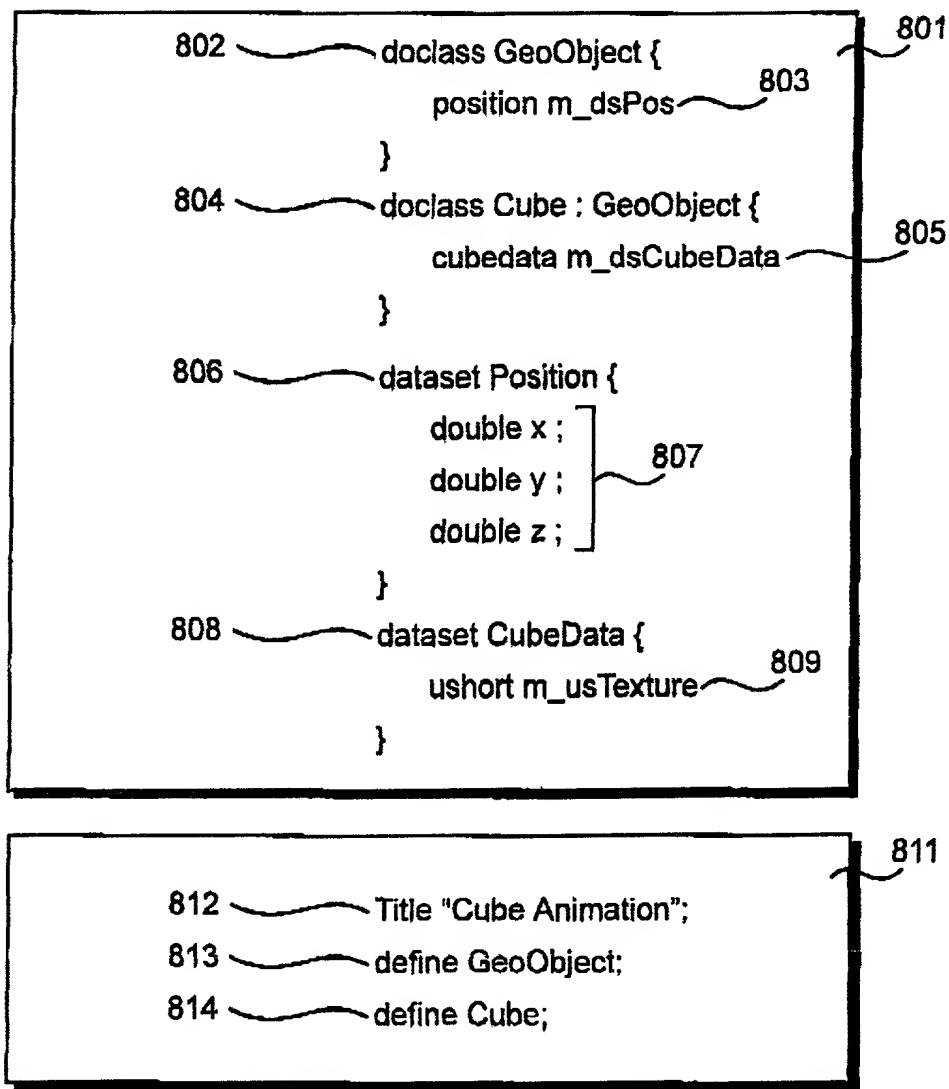
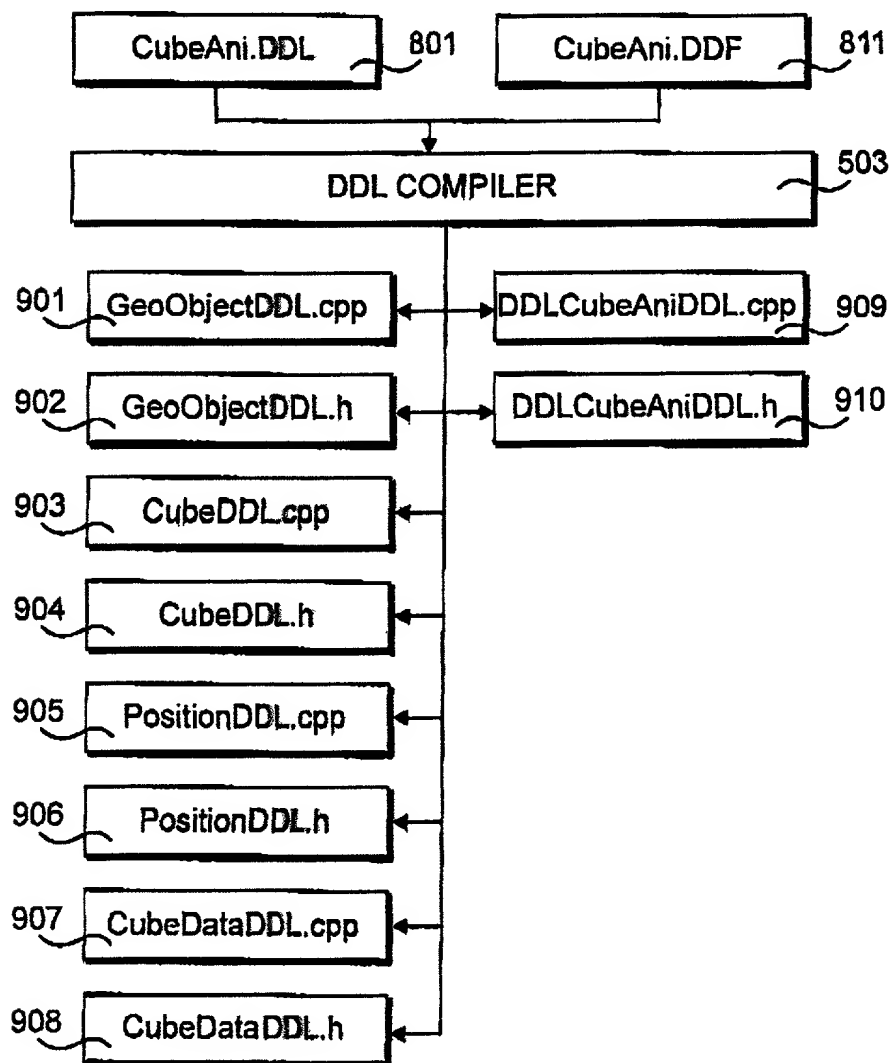


Figure 7

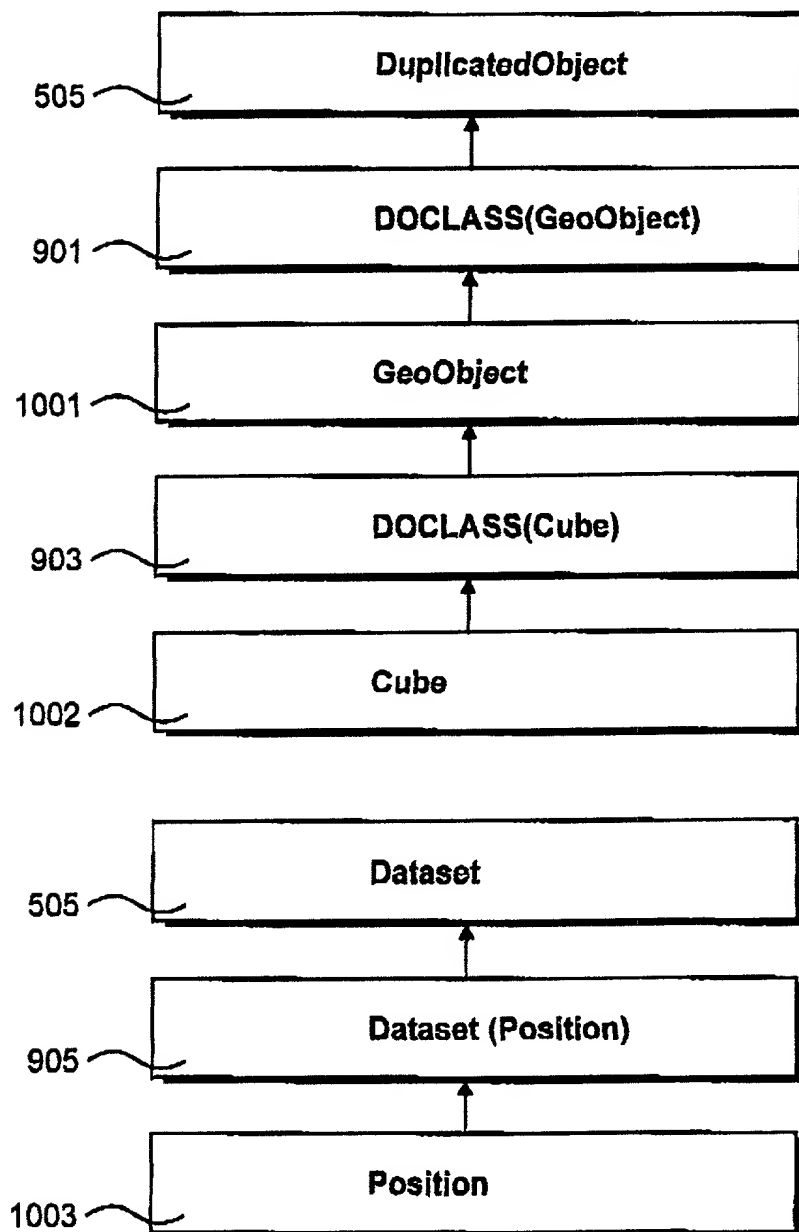
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*Figure 08*

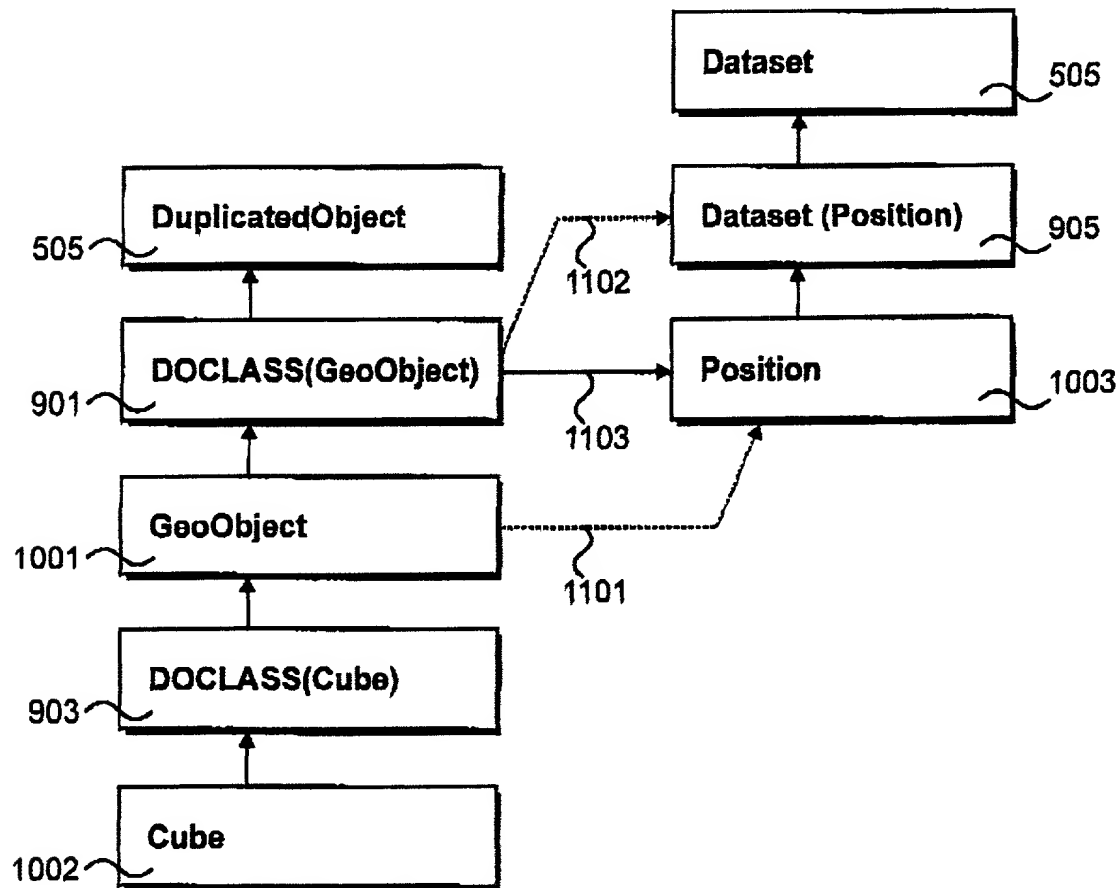
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*Figure 9*

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*Figure 10*

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*Figure 11*

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1201 [# include <GeoObjectDDL.h> 902
include <CubeDDL.h> 904
include <PositionDDL.h> 906
include <CubeDataDDL.h> 908]

1202 [class GeoObject : public DOCLASS(GeoObject) { 901
// user-implemented actions & methods
i.e. Object has X-Y-Z attributes
}]

1203 [class Cube : public DOCLASS(Cube) { 903
// user-implemented actions & methods
i.e. User re-sizing of Cube
}]

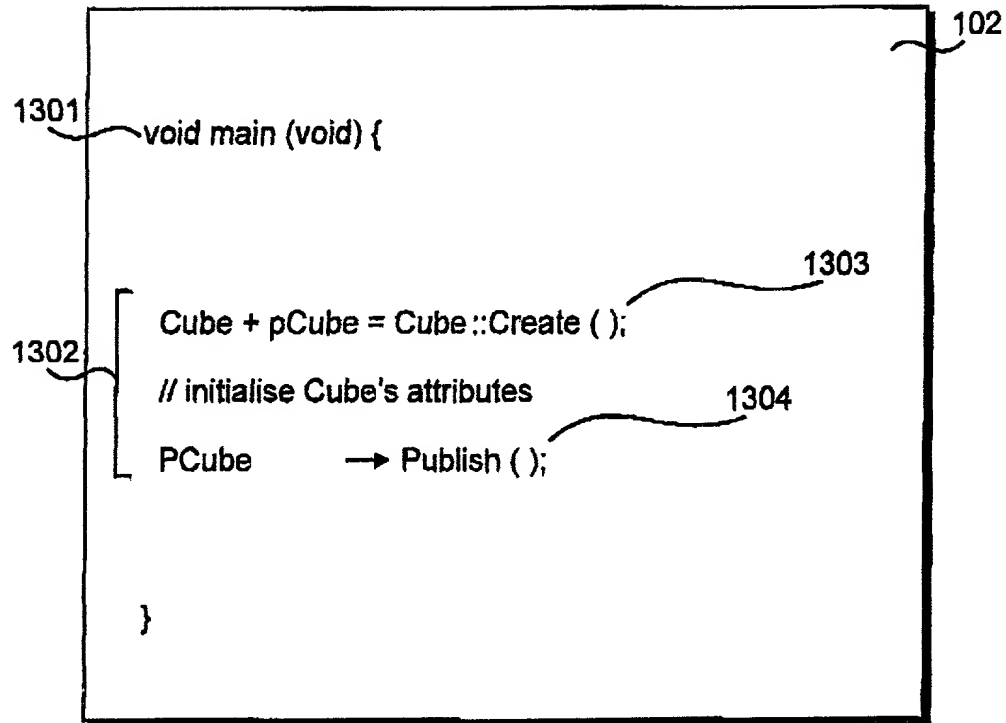
1204 [class Position: public DATASET(Position) { 905
// user-implemented actions & methods
i.e. Reading of user input
}]

1205 [class CubeData: public DATASET(CubeData) { 907
// user-implemented actions & methods
i.e. User-choice of texture
}]

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Figure 12

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*Figure 13*

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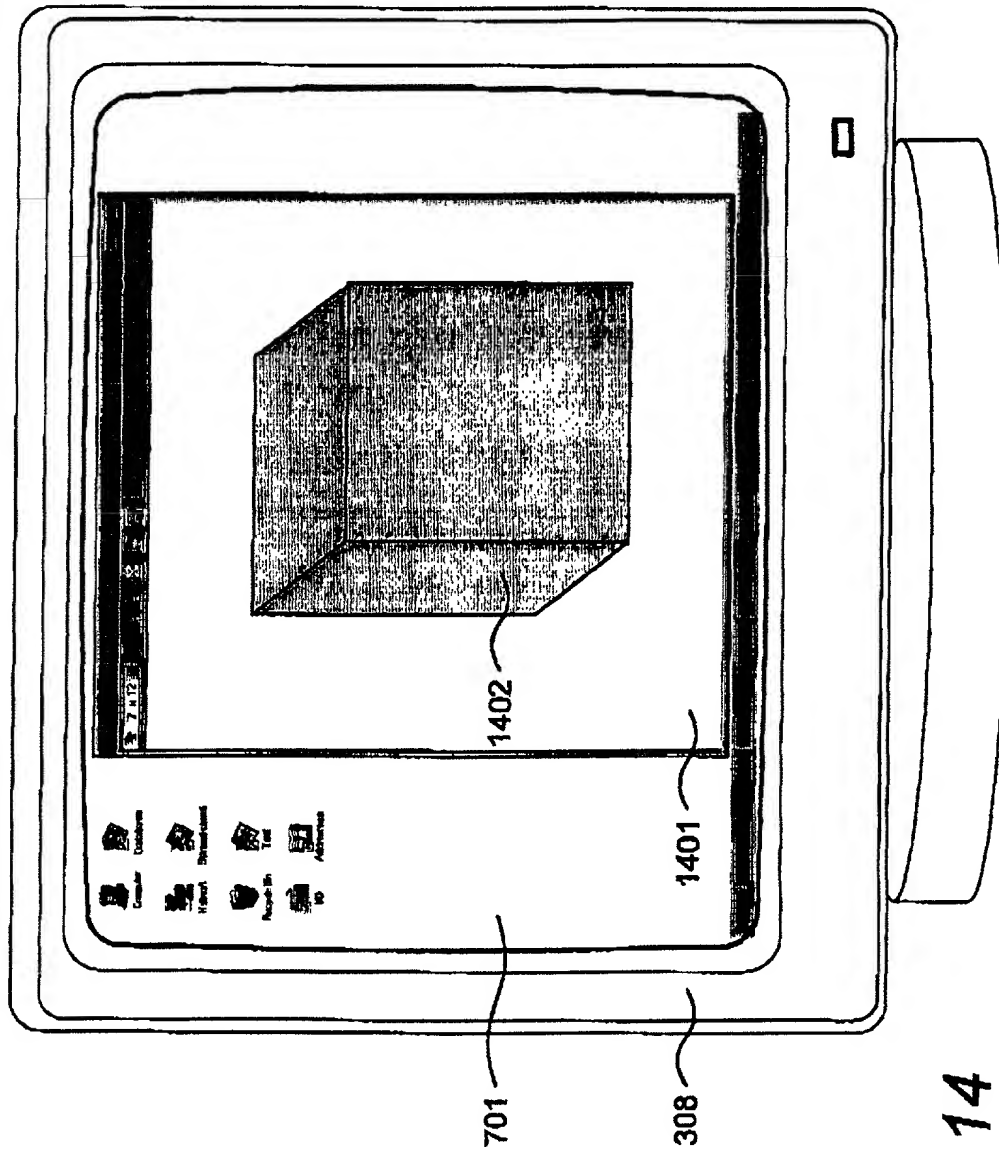


Figure 14

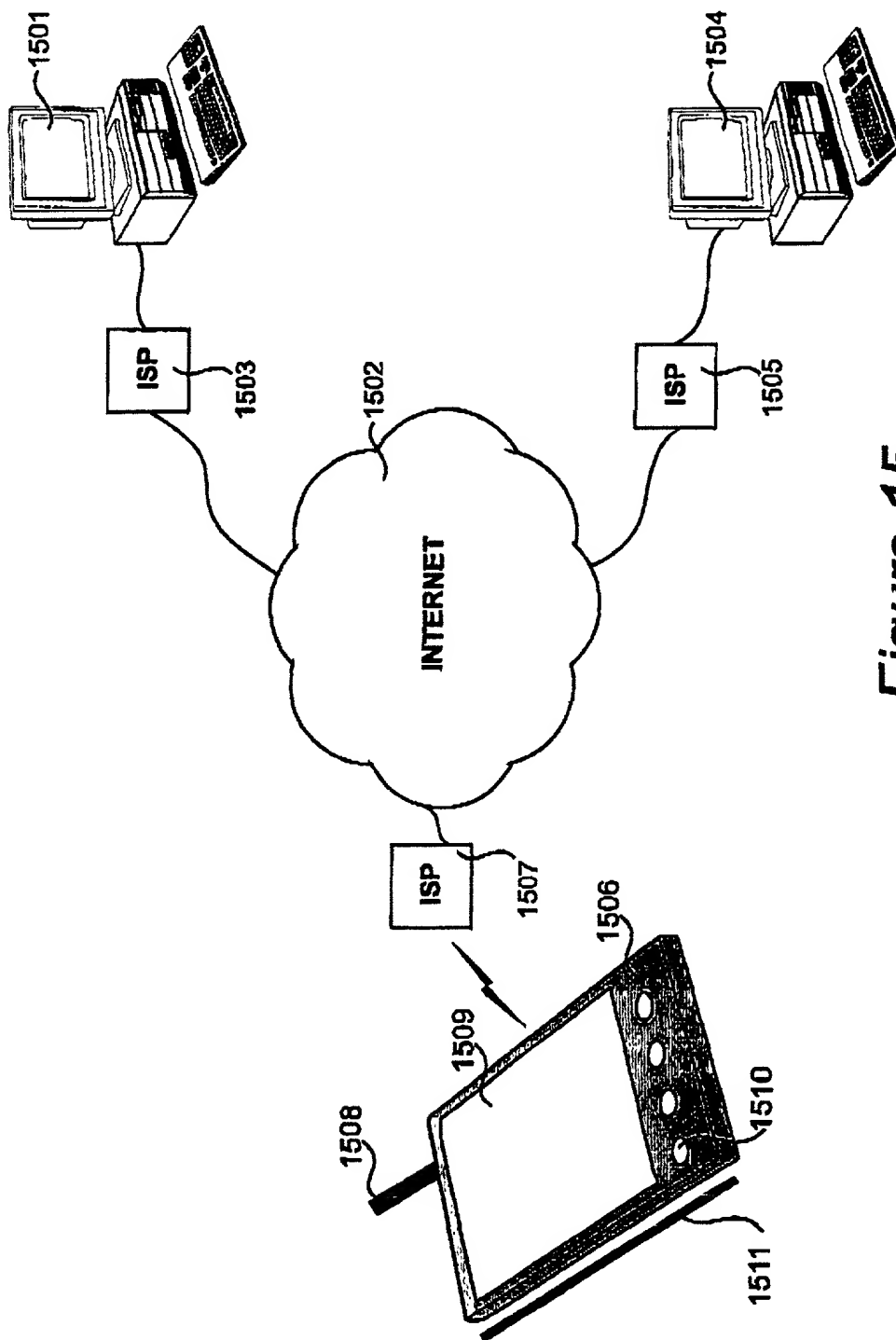
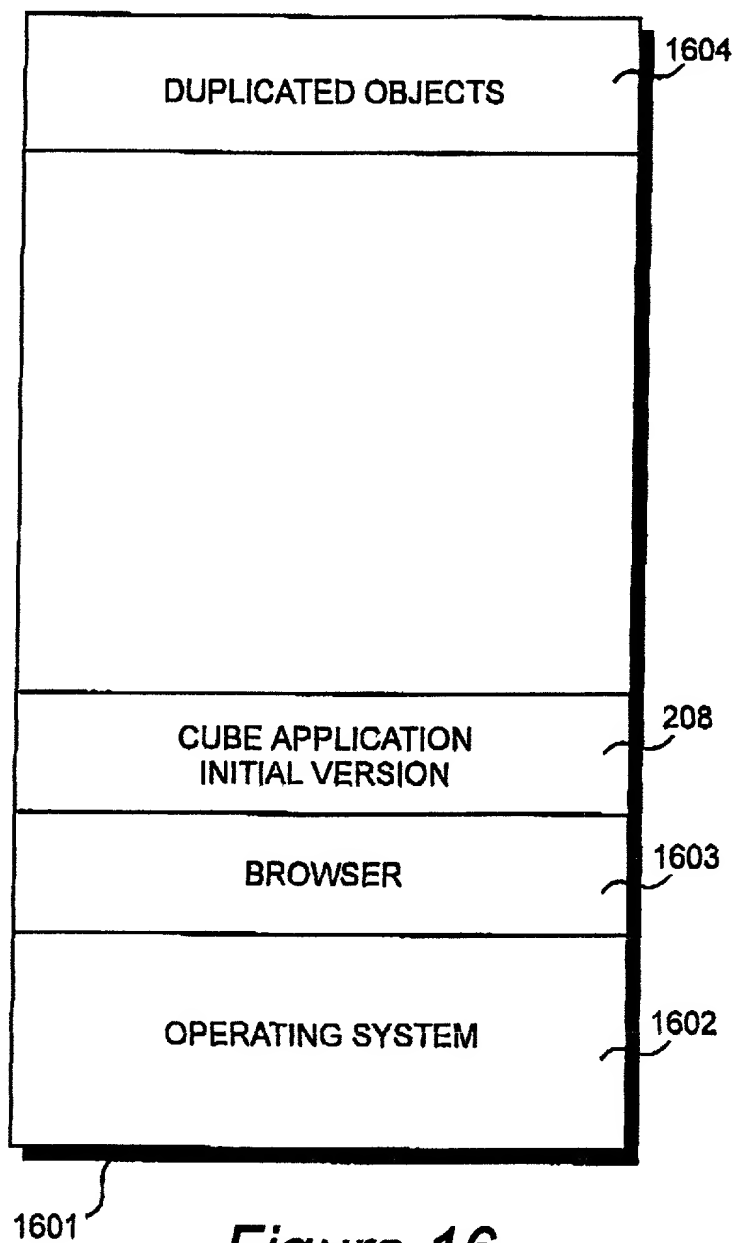


Figure 15

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*Figure 16*

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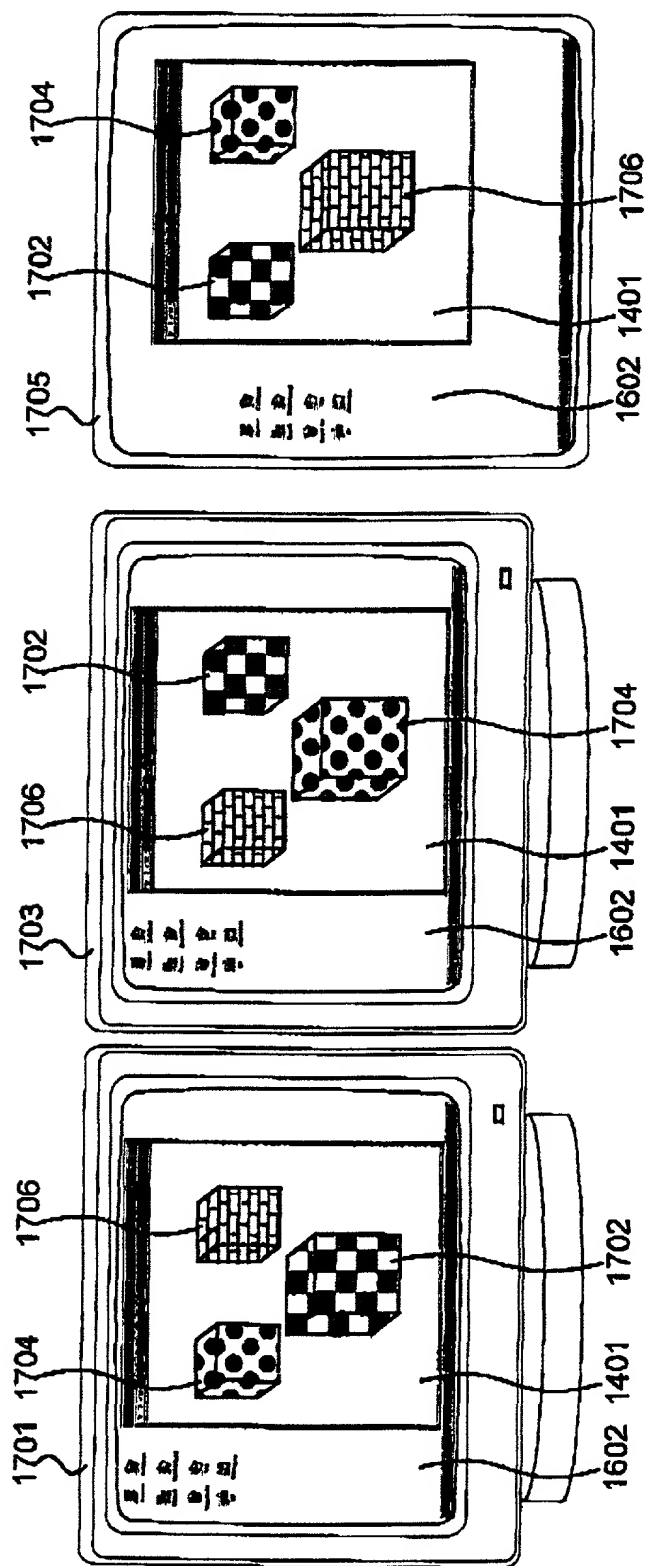


Figure 17